

LIGHT 2014/15 MISSION 2014/15

LASERLIGHT MISSION

In 2009 - Laserlight Showdesign presented the very first interactive laser obstacle game realised in accordance with German safety standards - "TÜV-approved".

Since then, we continually added unique design properties and new features to the concept: Moving laser beams, the automatically regulating haze system, steam shooters, the mega strobe - just to name a few. Clients from the Canary Islands in the south of Europe to northern Finland are enjoying day after day the high quality and reliability of this product made in Germany.

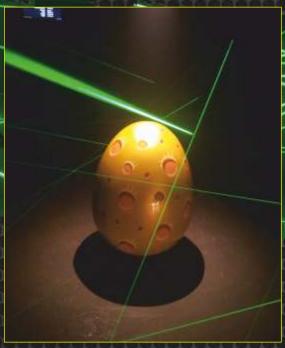


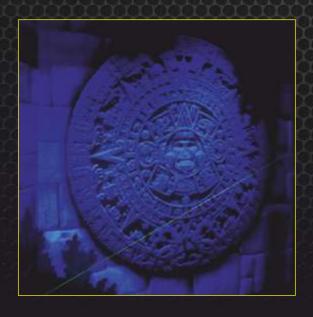


Get ready for the next generation of this truly unique Laser Game.

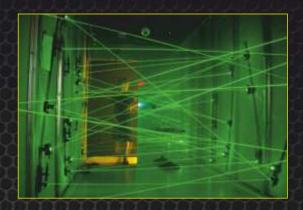
Technically at the highest levels of engineering, Laserlight Showdesign presents to you the third generation of the laser obstacle game technology. In its latest update, the world's first TÜV-approved laser challenge offers you even more comfort, reliability and crisp bright laser beams visible even when it's not completely dark around.

Automatically regulated haze creates a constantly perfect atmosphere that lets your laser beams glow in the air like neon tubes, even in not completely dark environments, while never blocking the view to the end of the room with white clouds known from conventional fog machines. Consuming only few liters of the specially concentrated haze liquid per month and no user activity required to operate, there is simply no better solution.





LAYOUTS AND DESIGNS



Laserlight Mission systems in different layouts enable you to make best use of the available space - from 3 x 3 m spots up to 24 meters long corridors and mazes. Our laser technology can be hidden completely behind walls and makes it easy to be combined with your favorite theming, greatly enhancing the Laserlight Mission game experience.





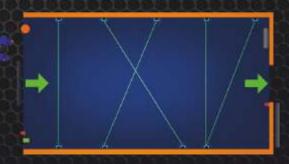
IN & BACK



IN & SIDE OUT



IN & STRAIGHT OUT

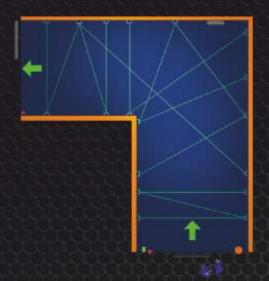


U-TURN



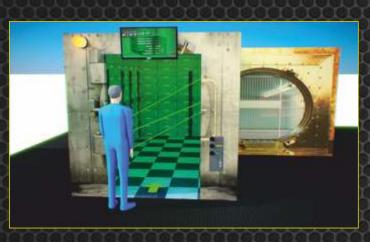
LAYOUTS AND DESIGNS

L-SHAPE









design "vault"



LAYOUTS AND DESIGNS

U-SHAPE



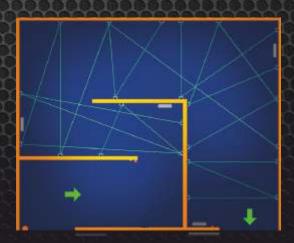


design "bank"



design "inka temple"

MAZE





design "space"

PARK PROJECTS

"Huimala Helsinki" design & realisation by Demacon3d



3d planning



the result

"Angry Birds Activity Park" design & realisation by Lappset Group Oy



Attractive designs literally pull visitors into your Laserlight Mission interactive game attraction - positively influencing your turnover. If you plan to enhance your Laserlight Mission game with a professional theming, we are happy to bring you in contact with our design partners and system

integrators.



multi-game system

Multi-game systems are available for an even longer and more exciting experience or they can work in parallel to increase visitor capacity in highly frequented attractions. Even a combination of both arrangements is possible that adjusts to the current guest load.

THE PERFECT SYSTEM FOR YOUR SPACE

BASIC SYSTEM	XXS	XS	S	M	L	XL
length of the game area (m)	< 3,0	4,0 - 4,5	5,0 - 6,0	6,0 - 7,5	7,0 - 9,0	> 8,0
number of laser sources	3	6	9	12	15	18
number of laser mirrors	6	12	18	24	30	36
number of laser sensors	3	6	9	12	15	18
number of single laser beams	6	12	18	24	30	36
3 game levels	•	•	•	•	•	•
time logging and highscore for each game level	•	•	•	•	•	•
freely configurable penalty time for each beam contact per game level	•	•	•	•	•	•
settable game parameters and effects durations	•	•	•	•	•	•
fully automated haze control for best visibility of laser beams in midair	•	•	•	•	•	•
sound and lighting effects at beam contact and new highscore	•	•	•	•	•	•
recognition of defects and displacement by safety controller	•	•	•	•	•	•
"laser saver" mode for prolongation of laser lifetimes	•	•	•	•	•	•
TÜV-certified setup	•	•	•	•	•	•
no operator required	•	•	•	•	•	•
made in Germany	•	•	•	•	•	•
capacity	100 - 250 persons per hour					

OPTIONS

	المالك	ALALA IA		المناهبات		
Moving Laser Beam Conversion Kit Set to convert laser beams into moving laser beams with selectable movement pattern including moving mirror controller, cabling and software	0	0	0	0	0	0
Coin Acceptor Coin acceptor for euros plus two programmable channels for client tokens. Includes ShowServer software, box with lock and coin tray for ca. 600 coins/tokens, cabling, connects to Laserlight ShowServer	0	0	0	0	0	0
Remote Communication Interface TCP/IP remote control via network	0	0	0	0	0	0
Laser Classes 2M or 3R alternatively	0	0	0	0	0	0
Video Set Set of 2 LCD displays 47", one with video camera for video transmission to spectators outside of game, one screen for game times, including video splitter, screen mounts and cabling	0	0	0	0	0	0
Portable Aluminium Structure length x 2.5 x 2.3m, quick connectable, with light-tight black covering on 4 sides	0	0	0	0	0	0
Flat Laser Cover Set subconstruction in wood frame covered with HPL, Plywood or OSB boards	0	0	0	0	0	0
Laser Cover Set transparent polycarbonate cover as protection for lasers, mirrors and sensors	0	0	0	0	0	0
Theme Set "Small" including 3d design, 3d entrance portal, inside theming with digitally printed films, selectable theme, on-site installation service	0	0	0	0	0	0
Theme Set "Large" all of theme set "small" plus themed outside walls with digitally printed films or printed pvc panels	0	0	0	0	0	0

inclusive	•
optional available	0

ABOUT LASERLIGHT SHOWDESIGN

For over fifteen years, we at Laserlight Showdesign have been fusing music and laser light into an unforgettable multimedia experience for our audiences. Blending the latest technology with the highest artistic standards we continuously create new and unprecedented performances in laser light. Our shows represent art and entertainment at the same time, creating atmosphere and emotions.

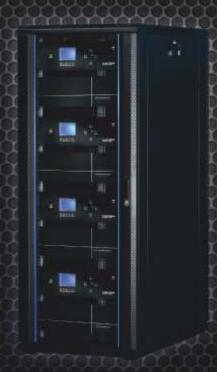
At Laserlight Showdesign we not only produce laser and multimedia shows, but we also develop and manufacture our own technology. Hence, our products are custom-made to client needs and we offer complete package solutions to the highest technical and creative specifications.



In recognition of the creativity and quality of our shows, we have received 7 awards from the International Laser Display Association (ILDA) as well as 4 other international prizes including 3 first places.

One of our latest developments is the interactive laser game "Laserlight Mission" where obstacles of laser beams have to be avoided and passed in the shortest possible time. For the very first time, Laserlight Showdesign's system could be realised in accordance with German safety regulations "TÜV-approved".







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